Pirola Andrea

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TECHNICAL SKILLS

- **Games Dev -** Unreal Engine, C++
- **Version Control -** Git
- **Video / Photo Editing -** Adobe Suite (Photoshop, Illustrator, InDesign, Audition)
- **Texture -** Quixel Suite
- **DAW -** Cubase, Reaper
- **Frontend dev -** HTML, CSS

SOFT SKILLS

Being able to adapt to changing environments and work processes, ability to be flexible and adjust to changing factors. Ability to handle difficult or unexpected situations in the workplace as well as determine the source of a problem and find an effective solution. Effective communication with team members, ability to make decisions about processes in the videogame production pipeline.

EDUCATION

- **NABA - Nuova Accademia di Belle Arti, Milano**   Milano, IT
  Bachelor of Arts, Creative Technologies   2018-2021
  Honor Thesis: *"Dominus",* Final Mark: 110/110 e lode.
  Related Coursework: Game Design 1 & 2, Computer Games 1 & 2, Semiotic of Arts, Game Writing & Narrative, Game Culture, Team Projects, Individual Master Project.
    - Good skills in prototyping a functional and reusable code for game mechanics (Unreal Engine).
    - Strong skills in composing soundtracks through the use of DAWs (Digital Audio Workstation)

- **Istituto di Istruzione Superiore Pier Luigi Nervi**   Novara, IT
  High School Diploma, Graphic And Communication   2013-2018
  Related Coursework: Production Process Technologies, Technical Laboratories, Multimedia Design

EXPERIENCE

- **Fandis S.p.A**   Castelletto Sopra Ticino, IT
  Graphic Designer   2015-2017
    - Complete catalog layout with InDesign from the basic concept to the final print.
    - Reinterpretation of the company logo in close contact with lead graphic artists
    - Direct talking with the graphic team to make the catalogs more comprehensive and easy to read.

- **Language:** Fluent in written and spoken Italian. Competent in written and spoken English.

HOBBIES AND INTERESTS

My two great passions are video games and music. I'm interested in understanding the construction process of the products I play and listen to. In everything I do I try to learn as many things as possible to try to find a meeting point between these two passions.

REFERENCES

Available on request